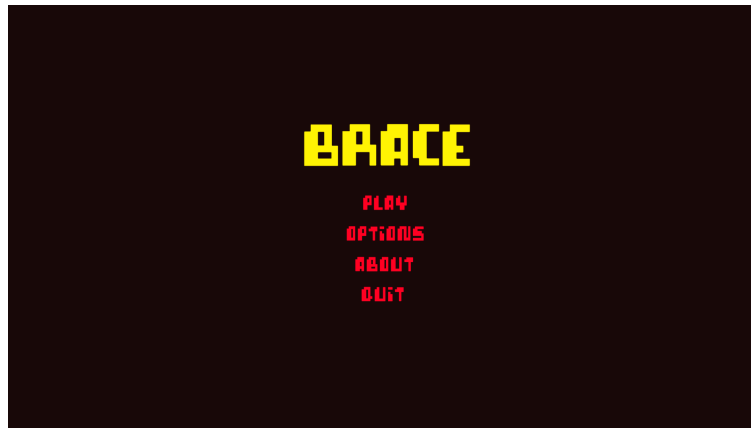


GAME OVERVIEW: BRACE



GENERAL IDEA

Brace is classic MARIO inspired endless pixel art game in which the character BRACE starts in a valley full of monsters and gold. His only hope is to collect coins and kill monsters until they get him.



CORE MECHANICS

WORLD MECHANICS:

- # The player starts from a high cliff and starts collecting coins and killing monsters,
- # The monsters spawn from the corners of the scene and get squashed when the player jumps on them.
- # The player gets killed when he is touched by the monsters.



PLAYER MECHANICS:

BRACE moves the x-direction by arrow keys (left,right).

BRACE jumps in the y-direction by space bar.

BRACE destroys the enemies by squashing them when he jumps on them.

THEME AND PLAYER EXPERIENCE

THEME :HYPERCASUAL

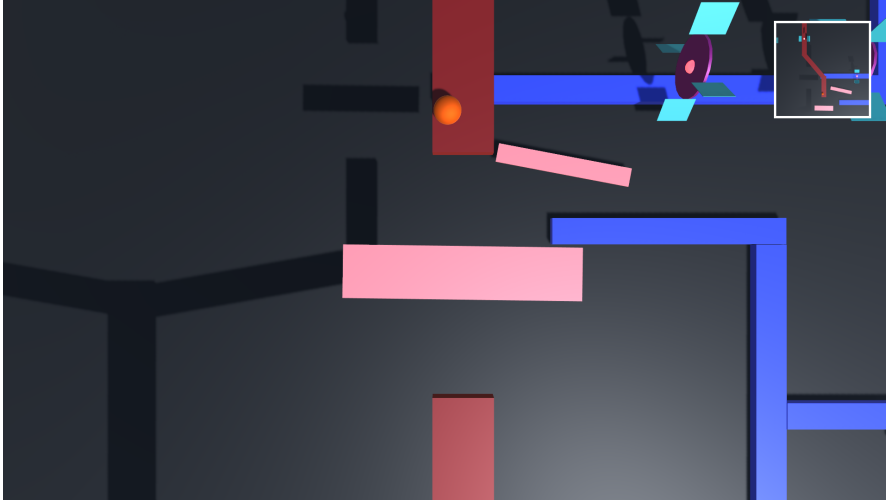
PLAYER EXPERIENCE :

Lighweight, instantly playable game that players can revisit and play for fun .

PREVIOUS WORKS

GAMES

1) BALL-BALANCE :



A simple ball balancing game in which you have to balance the ball from the starting point to the end point. My very first game.

2) JACK IN THE WILD:



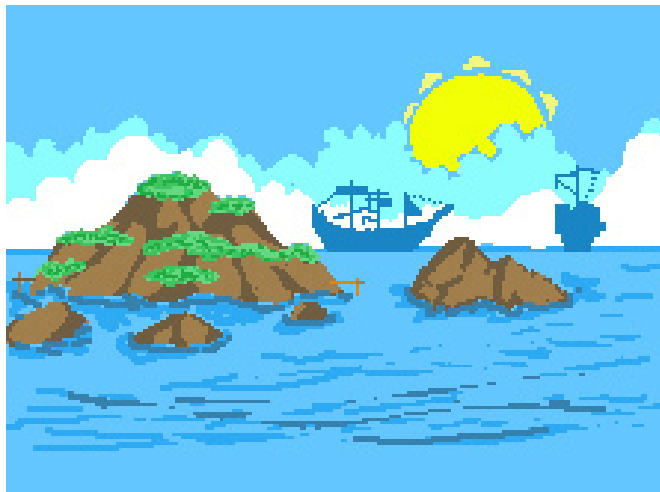
Still working on this game. This is intended to be a 2D adventure game in which a father explores the wild to find his little girl.

PIXEL ART

1) BARREL



2) PIRATE ISLAND BACKGROUND



3) PIRATE

